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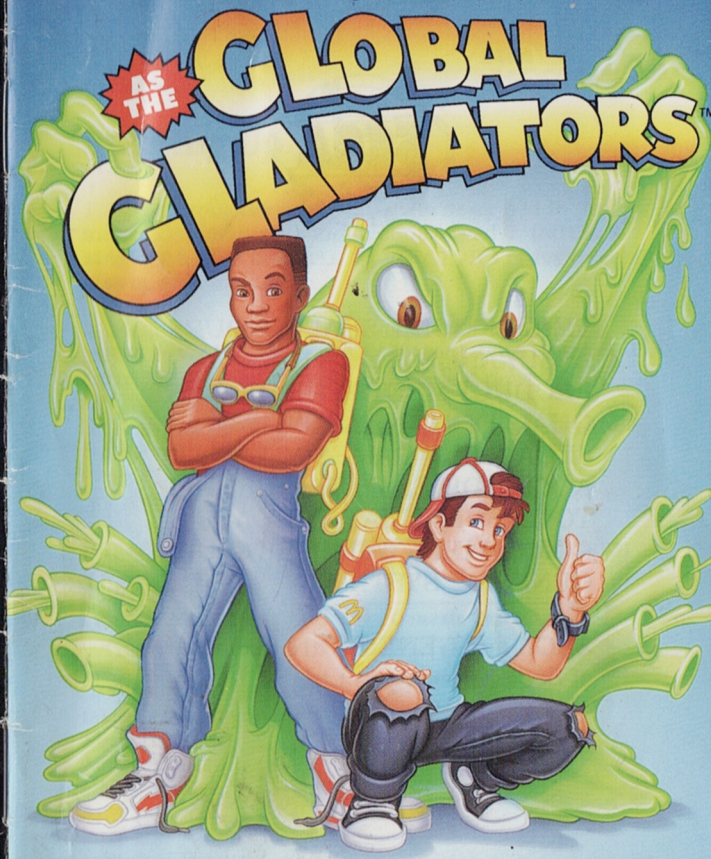
PRINTED IN JAPAN

SEGA GENESIS
16-BIT CARTRIDGE

MICK & MACK AS THE GLOBAL GLADIATORS™



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MICK & MACK AS THE GLOBAL GLADIATORS™

SEGA GENESIS

Starting Up

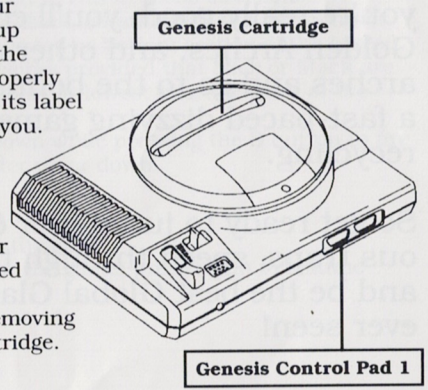
1. Set up your Genesis System as described in its instruction manual. Plug in control pad 1. **(MICK & MACK AS THE GLOBAL GLADIATORS is for one player only.)**

2. Make sure the power switch is OFF. Insert the **MICK & MACK AS THE GLOBAL GLADIATORS** cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few moments the Sega screen will appear.

4. Press Start when the title screen appears.

Important: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



BE A GLOBAL GLADIATOR!

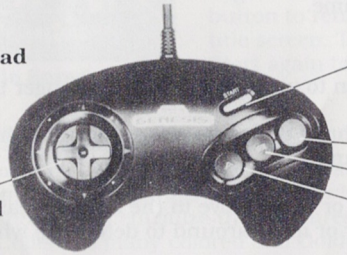
Strap on your goo-shooters and get ready for the global adventure of the year! Two cool kids, Mick and Mack, are hanging out at McDonalds® when they are magically zapped into their favorite comic book where they take on the roles of their favorite super heros, the Global Gladiators. As the player, you'll use goo-shooters to battle various creatures in the Slime World, Mystical Forest, Toxi-Town and Arctic World. As the player, you will help Mick and Mack think globally and act locally to clean-up the various worlds. If you're really good, you'll collect the Golden Arches, and other colored arches and go to the bonus game — a fast-paced dizzying game of recycling.

So get ready to jump over dangerous traps, speed through the world and be the best Global Gladiator ever seen!

Take Control!

You are Mick or Mack, a Global Gladiator. As a Super Hero, battling baddies is no problemo. However, you'll only have a limited amount of energy and a few characters to make the baddies clean-up their act. For best results, learn the different button functions before you start.

Genesis Control Pad



Directional Button (D-Button)

- Press up or down to choose between Start Game or Options screen.
- Press up or down to choose between each of the options on the Options screen.
- Press up or down to choose between each sound in the Sound Test Options screen.
- Press right or left to move in those directions.
- Hold right or left to run in those directions.
- When Mick or Mack are standing still, press up or down to see the top or bottom section of the screen. This feature works provided that Mick or Mack are not at the highest or lowest possible point of the current level.
- Press up or down while pressing the B button to fire the goo-shooter up or down.

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A

- Select option at Options screen.
- Press to throw the garbage you have caught in the Bonus Game.

Button B

- Fire the goo-shooter.
- Press to throw the garbage you have caught in the Bonus Game.

Button C

- Tap button to jump up. Hold down longer to jump higher.
- Press to throw the garbage you have caught in the Bonus Game.

While Mick or Mack move in the air, they can use the goo-shooter or move around to determine where they will land!

Getting Started

Title Screen

When you turn on the power on your Genesis, the title screen appears. In a few moments, the demonstration game begins. Press the Start button to return to the title screen. Then press Start again to begin the game.

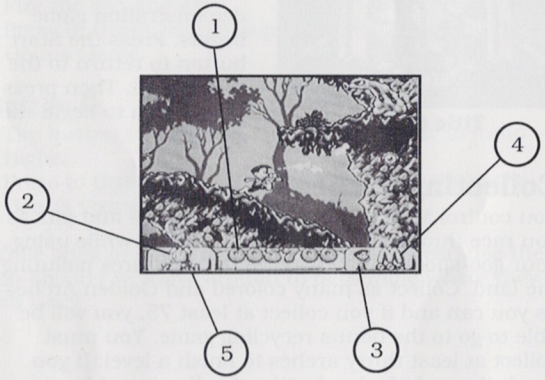
Collecting Arches

You control Mick or Mack, avoiding traps and pits as you race through four dangerous worlds while using your goo-shooter to neutralize the creatures polluting the land. Collect as many colored and Golden Arches as you can and if you collect at least 75, you will be able to go to the bonus recycling game. You must collect at least thirty arches to finish a level. If you reach the end of a level without collecting at least thirty arches, you will not be permitted to continue and will need to go back through the level again and collect them.

If you are touched by any of the creatures, you will lose energy. If you lose all your energy, you will lose a character and then you must either start from the beginning of the level or from the last 'Continue Arrow' you reached.

Player Information

Displayed on the screen are how many arches you have collected, how many characters you have left, your score, how much energy you have left with this particular character and how much time you have to complete the level.



1. Your present score.
2. Alarm Clock: This shows you how much time you have left to complete the level. If time runs out, you will lose a character.
3. The number of characters you presently have.
4. The number of arches you have collected.
5. Your energy meter.

Indispensable Items

Find the following items throughout the various worlds to help Mick or Mack complete their global adventure.

Heart: This will replenish all the energy you have lost.

Clock: This will give you more time to complete the level.

1-Up: This gives you an extra character, to a maximum of nine.

Continue Arrow: This will enable you to start over from the location of the arrow should you lose a character on that level.

Continue Coin: This gives you a complete new set of characters when the game ends allowing you to continue playing from the start of the world the game ended in.

Conquer the Continents!

There are four perilous worlds, each with three challenging levels. You will have to defeat the Boss-Monsters at the end of the very last level.

A. Slime World

Avoid the slippery slime! Keep Mick or Mack going forward, squirting goo at all of the slime creatures, while attempting to collect as many arches as possible. Jump on the Jet Pipe to fly really high, and jump off of it to go even higher!

B. Mystical Forest

Evade the fish, foil the beavers, and watch out for the falling log platforms as you bounce from limb to limb in the Mystical Forest.

C. Toxi-Town

Dodge the hurling fireballs, the out-of-control tires coming your way, and get through the industrial pollution that's choking the town!

D. Arctic World

Beware of the thick, oozing oil that is destroying the wildlife. Protect yourself from the polar bear, and find a way to save the world forever! (Of course, there is no such thing as the abominable snowman! Bah, Ha, Ha, Ha!).

Bonus Game

The Bonus Game is fast paced and dizzying, but can be mastered with practice! (You can play just the Bonus Game for practice by choosing it at the Options screen). If you collect 75 arches in each level, you will be eligible to play the bonus game, where you'll collect falling cans, bottles and newspapers. Press the A, B, or C button to throw them up into the correct recycling containers. Bottles go in the left container. Cans go in the middle one, and newspapers are recycled in the right. Don't try to catch the falling anvils! Don't let the falling cans, bottles or newspapers settle on the floor or the game is over! With practice and skill, you'll be able to earn Continue Coins and extra characters with the Bonus Game.

Game Over

Depending on the difficulty level that you have selected from the Options screen, you will start the game with up to 6 characters. If you lose all of these characters, the game is over.

Continue

If Mick or Mack collect a Continue Coin while playing the game, the Continue screen will appear after you lose your last characters. You will then start the game again from the start of the world you last reached.

Scoring

Mick and Mack get points for neutralizing creatures, touching any of the indispensable items, collecting arches, and scoring 'COOL' bonuses.

The arches move at different speeds. Points are given as follows:

Slowest Arch:	100 Points
Slow Arch:	150 Points
Fast Arch:	200 Points
Fastest Arch:	250 Points

Creatures:	100 points
Hearts:	1000 points
1-Ups:	1000 points
Coin:	1000 points

Garbage in the bonus game:
Starts at 50 points, and gets higher the longer you play!

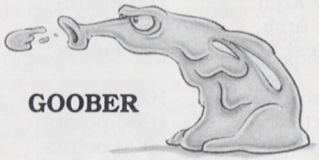
At every 100,000 point you will receive another character added to your supply.

To add your name to the high score, you must get a score higher than 85,000 points.

Creatures

These are some of the creatures that Mick or Mack will face!

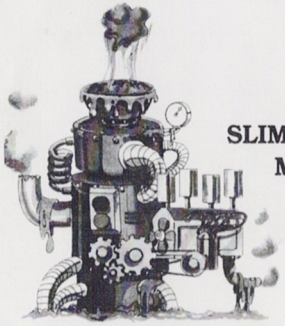
SlimeWorld



GOOBER

SQUEAK BEAK

SLIME PIG



SLIME-O-MATIC
MARK II

Mystical Forest

SNAPPY

BIZ "E"
BEAVER

AXL

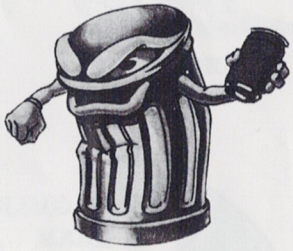
YUCKMOUTH

SLICK

Toxi-Town

HOT HEAD

JACK

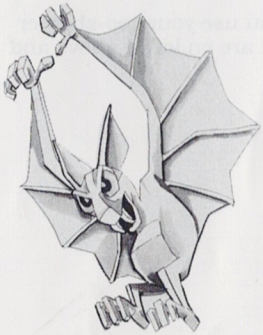


THRASHCAN

Arctic World

FROSTY

YETI



SPLATTER BAT

Help, Hints & Tips!

- Collect as many arches as you can find (You need 75 out of a total of 100 to go to the Bonus Game).
- Collect 16 arches in a row quickly to score a 'COOL' bonus.
- Watch conveyer belts and collapsible platforms to get an idea of how they work before you jump on them.
- Don't spend too much time exploring — each level has a time limit!
- On the Bonus Game, catch the falling items first. Even if you are holding an item that needs to be thrown into one of the bins, just throw it up, get the falling one, and then take care of any items bouncing on the ground.
- Try jumping up often — if you are lucky, you might find invisible platforms that can be used to reach cool bonuses, 1-Ups, Clocks, Hearts & clusters of arches!
- Look up and down while you use your goo-shooter to neutralize creatures that are on levels above and below you.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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TOP GLADIATORS

Name	Date	Cool Score
IvanF	1-6-94	106,460
IvanF	2-11-94	085000
IVANF	11-9-95	173,420
IVANF	10-25-96	395,810

GLOBAL GLADIATORS CREDITS

PUBLISHED BY	VIRGIN GAMES, INC. "100% Pure Entertainment!"
PROGRAMMED BY	DAVID "I need more artists!" PERRY
ANIMATION BY	MIKE E. "Freedom" DIETZ
BACKGROUND ART BY	CHRISTIAN "Madonna Freak" LAURSON
MUSIC, SOUND FX & SAMPLES BY	TOMMY "Lytning" TALLARICO "Imitated but never duplicated!"
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LEVELS DESIGN BY	BILL "On the Spot" ANDERSON
ADDITIONAL BACKGROUND ART BY	MIKE "Creepshow" FIELD STEVE - E - B CROW
ARTISTS	SHAWN "The Fireman" MCLEAN CLARKE "Salty" SORENSON ROGER " Ragman" HARDY SHIGEO "The Monkeyboy" TANAKA JOHN "Lurch" WEIR JOHN "Rollerblade" WONG RENI "Happy Happy" BOUTIN WILLIS "Fudge Genius" WONG
SPRITE ENGINEERED BY	TIM "Screen Idle" WILLIAMS DOUG "The Dark Side" COPE
FX TECHNICIAN	STEVEN "Sample Scientist" HENIFIN
MANUAL BY	CATHIE "Peel Out" BARTZ-TODD
MANUAL PRODUCED BY	LISA "Spotty" MARCINKO
HARDWARE BACKUP	JEFF "The Lan-Man" WAGONER
SDDC™ DATA COMPRESSION	DAN CHANG
LEVEL LAYOUT TOOL	*tUME*™ MAP EDITOR BY ECHIDNA

TESTING AND QUALITY CONTROL	JOEY "The Original Dreamer" KURAS NOAH "The Power" TOOL JUSTIN "Time" NORR DANNY "Techno Man" LEWIS MIKE "BigMike" GLOSECKI EUGENE "007" MARTIN MIKE "You shouldn't judge a man by his car" GATER TIM "Screen Idle" WILLIAMS
CREATIVE ART DIRECTION BY	STAN GORMAN
PRODUCED BY	DAVID "Noble" LUEHMANN
VICE PRESIDENT IN CHARGE OF DEVELOPMENT	DR. STEPHEN H. "You can tell me, I'm a Doctor" CLARKE-WILLSON

SPECIAL THANKS TO:
MARTIN "Mercedes™" ALPER, Lyle "E-Smiley" Hall II, JOHN "Little John" ALVARADO, DONNA "Wonder Woman" ATKINSON, TONY "Killer Virgin" BERENDES, JULIE "Good Eye" DEL REY, STEVE "It's almost approved" DUESBURY, MATT "Snasm" FROM, SUSAN "Compulsively Organized" GATER, "Color-Coordinated" RACHAEL GIARDINA, CHERYL "G'Day" GLEASON, KEITH "We Love him, he signs our checks" GREER, PAT "Lovely" GUILDIN, BRAD "Nobody Loves Me" HARTKE, JUSTIN "The Contract Man" HEBER, PETE "I'll call you later" HENSELER, STEVE "The Spa" HIEMSTRA, CLUNIE "Shiny Jacket" HOLT, IZZY "The Wiz" IZ-TAVARES, STEVE "Cookie" JASPER, SCOTT "They love it" JOHNSON, CHERYLYN "C.J." JONES, KRISTEN "Voodoo Priestess" KAA, ROBIN "White Sox" KAUSCH, STUART "A deal's a deal" KAYE, MARK "Och-eye" KELLY, JUDY "Honey" LEON, DONNA "Smacky" MACNAUGHTON, GAIL "Little 'm'" MACNAUGHTON, GAIL'S BOYFRIEND, SETH "The Company Cynic" MENDELSOHN, ANTHONY "Zippaty Doo Dah" MESAROS, KEVIN "Cule" NORR, MARY "Transferring" PELASCINI, BERT "Da Coach" PELASCINI, LAUREN "You want it WHEN?!" RIFKIN, EDWARD "You have a call holding" SCHOFIELD, LIN "Mimi" SHEN, MIKE "Blackie" SIMPSON, DANIEL "It's just like NO WAY, man" SMALL, SON "Techno" TON, GUSTAVO "G-Man" VILLA, SILAS "Wolfenstein" WARNER, ROBERT "No relation to Orville" WRIGHT, ERIK "Letter Box Edition" YEO and FLEA & SARCOPTIC MANGY MITE RIDDEN VIRGIL THE FURBALL CAT.

AN EXTRA SPECIAL THANKS TO:
THE GUY WHO FILLS UP THE CANDY VENDING MACHINE IN THE CORRIDOR, WITHOUT WHOM ALL THIS WOULD NOT HAVE BEEN POSSIBLE.

THANKS ALSO TO:
DOUG'S GREAT, GREAT, GREAT GRAND PA WHO SUPPLIED THE "Real" ANVIL SAMPLED IN THE BONUS LEVEL.

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